

the *Barbie* game

QUEEN OF THE PROM™

Buy a FORMAL DRESS, get
a STEADY BOYFRIEND, and
be elected CLUB PRESIDENT. These may
be done in any order.

Then — go on to win the game
by becoming
QUEEN OF THE PROM.

Rules and Instructions

Two, three, or four may play. Choose one player to act as banker to take care of money and cards. Surprise cards are shuffled and placed face down on the game board. Other cards are arranged according to the spaces marked in the game box. I.O.U. reminders are kept with the money. Each player is given a colored playing piece and \$25 to start. The player to the right of the banker goes first, and so on.

COMPONENT LIST: 80 Pieces of Play Money, 30 Surprise cards, 4 I.O.U. cards, 4 Formal Dress cards, 4 Club President cards, 4 Boyfriends. Please remove all components from the package and compare them to the components list. If any items are missing please call 1-800-

1. Start at HOME. Roll the die and move your playing piece the number of spaces shown on the die. Always follow the arrows. If you are passing through a space which has 2 arrows, go either way. If you land on a space with 2 arrows, go either way on your next move, EXCEPT at SCHOOL ENTRANCE.
2. Follow instruction printed on the space in which you land. If the space is marked SURPRISE, take the top Surprise card and read it aloud. Follow the instruction on the card and return it to the bottom of the deck.
3. WHEREVER INSTRUCTION SAYS YOU "MAY" DO SOMETHING, YOU HAVE THE CHOICE OF DOING SO OR NOT.
4. If you land on a STOP AND SHOP space you may buy the dress shown there, provided it has not already been sold, and you have enough money to pay for it. No player may buy more than one dress. If you buy,

the banker will give you the proper dress card and return the money you pay to the bank.

5. When you land on a BOYFRIEND space, you may have that boyfriend's card if it is not taken. No player may have more than one. Keep the card face down until you land on a space that says "GO STEADY." This makes him your STEADY boyfriend. Then turn the card face up.
6. The banker will give you a club president card if you are the first to claim it when you land on a CLUB PRESIDENT space. No player may have more than one club president card.
7. Each time you pass or land on HOME, collect your \$5 allowance. This may be increased during the game. Do not collect allowance if the instruction says "RETURN HOME".

8. "GO TO ANY OUTSIDE SPACE," refers to any space along the edge of the game board. You may pass HOME, but only once, before completing your turn.

9. If you run out of money, borrow \$10 from the bank and get an I.O.U. reminder. Return this to the bank when you return the money. You may then borrow again if necessary. NO PLAYER MAY ENTER PATH TO PROM WHILE STILL HOLDING AN I.O.U. REMINDER.

10. The first player to reach the space marked with the Barbie crown becomes QUEEN OF THE PROM and WINNER. The second to arrive becomes Princess.

Note: A shorter version of the Barbie Game may be played by dealing a boyfriend card face down to each player at the beginning of the game, plus a starting amount of \$50 instead of \$25. Boyfriend card must remain face down until he becomes a steady boyfriend.

nd cards, 1 gameboard, 4 movers, 1 die.
4-TOYS.

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